
Subject: Re: how do I create an image file from an object graphics window?

Posted by [Haje Korth](#) on Fri, 23 Jul 2004 11:41:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Holger,

I have used 'idlgrclipboard' object in the past, which can create Postscript file. However, the implementation in 6.0 is still buggy. 6.1 will be better, there may still be some issues with alpha blending. Any way, if your view/scene is not too complicated it may work for you. A note on the side: It amazes me that RSI worked out so many details on making object graphics look pretty and totally forgot to spend the time working on creating descent quality output of the graphics. In order to get what I want, I have to write every code twice, once in object graphics for the screen and then use direct graphics techniques to create the PS file. Not very efficient.....

Haje

"Holger B." <holgi0251@lycos.de> wrote in message
news:2c8cff70.0407222221.1f90f37d@posting.google.com...

> Hi,

>

> I want to save the RGB-image displayed in an object graphics window

> (IDLgrWindow) in a TIFF or JPEG file. When I use TVRD to copy the

> image from the window, the resulting image is empty. My impression is,

> that TVRD does not work with object graphics.

> My question: how do I create an image file from an object graphics

> window?

>

> Thanks,

> Holger
